VideoCam Services Offers Telnet Service and New Book Pricing

VideoCam Services is pleased to announce new a new telnet service designed specifically for Commodore users. In many areas in the US and around the world, Commodore users are able to access the Internet locally, but have found a lack of support from their Internet providers.

By telneting to use a Commodore-friendly service, members can enjoy learning about the Internet with friendly support and guidance. To cover expenses in providing this service, a yearly membership fee of $30.00 Australian, (or $19.95 US if paying by US check) will be required.

Members are able to send and receive Email, access the World Wide Web with Lynx (optimised for colour), use our CBM FTP site, read Commodore related newsgroups (including local groups for members only),

and have access to IRC (Internet Relay Chat). Other utilities to enhance Commodore computing and Internet use are also available.

VideoCam Services has also announced that "The Internet for Commodore C64/128 Users" manual is now available at a lower price. The new single price is $29.95 Australian, or $19.95 US if paying by US check. Bulk order prices have also been reduced.

For more information, contact Gaelyne or Rod Gasson:

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GEOS. Why Bother?

By Bruce Thomas. Over the years I have heard a lot of people voice their opinion about GEOS. This Operating System (O.S.) for the Commodore 64 and 128 has a tendency to make people curse. Some swear by it and others just swear at it.

Some people tried GEOS and saw the promising potential that this Graphical User Interface (GUI) had for an 8-bit computer with little memory and slow serial peripherals. Other people tried V1.x versions of GEOS and were turned off by crashes, lack of features, poor performance or other real or imagined flaws.

Whatever the reasons people have, there are some who use GEOS and some who don't. I would like to suggest to those who *don't* that they try GEOS again. In the years since GEOS first appeared many things have

changed for Commodore users that make GEOS a better system.

For starters, Berkeley SoftWorks (BSW, now GeoWorks) introduced GEOS V2.0 for the 64 in the summer of 1988. This version offered a more stable environment than previous versions plus it added a lot more features. The included applications were upgraded to offer more standard features that users expected. Applications that were previously sold separately were bundled with the core O.S. package. Third-party support really took off with some excellent software becoming available. And support for newer, faster hardware, like the RAM Expansion units and the 1581 disk drive, was added.

This last point is one where things have really changed. Where we once had 256 KB RAM units we can now get units from CMD that hold 16 MBs of RAM (64 times as much). Where we were once limited to 165 KB of disk storage (tough to use a 99 KB application on) we can now put 1.6 MBs on a floppy. Where we were once hampered by the 1 MHz operation of the computer we can now use GEOS at 20 MHz and really be productive. Add the new Wheels upgrade and you can use all of your '90's hardware to its full capability.

Programs exist that allow users to create boot disks on any storage device they may have, thereby gaining speed and capacity — never mind the peace of mind that your original is safe.

Better Output: One aspect of GEOS that deserved the criticism it received was the

What's Happening To Me? Am I A Hypocrite?

By Jeff Jones. I wrote this editorial on Loadstar #112 during Prosequest. A man kissing a pole with his rectum cancelled his subscription because of it and called me a communist. Now we're running another contest and a close friend of mine has begun to curse like a sailor — and I'm beginning to avoid him.

Didja ever wonder why when you buy a word processing program, there are no four-letter words in the dictionary or thesaurus? We're not talking four letter words like "DARN" or "SHOT". We're talking *four-letter words*. Didja ever wonder if the clerk who entered "SHOT" felt that they had skipped something? Was a conscious effort given to censor the only word that fits between SHIST and SHIVA? In my WP's thesaurus, there are slang words for everything but reproductive subjects, matters of flatulence and excretion (though we'd all die if we didn't secretly do these awful things). Some of you are now looking up the word, flatulence, and saying, "Why didn't he just say the f-word that should appear in your dictionary just before 'farther'?"

Four letter words can get you into deep, er, trouble on computers, and so can a few five- and six-letter words. Want to get kicked off Qlink? Just use "s-word". Not the real s-word. Just refer to it as "s-word" and you might be warned that making people think about the word is as bad as saying it. I doubt if this is actual policy, but it can get you kicked off, depending on who is in charge.

You won't find the s-word in MARK MY WORD's four-letter word dictionary, on Side 2, but if that's the word that would cinch your game in record time, wouldn't you add it? You'd think that hip software developers like us would have the courage to add it. We don't. Of course you can add whatever words you want to the dictionary, but we couldn't take the chance that an offensive word would be picked by the computer as the goal word. Then it would be OUR word.

LOADSTAR runs on your dollars, and we're terrified of offending you. I doubt if this editorial will be published as I originally wrote it, with all those s- prefixes. Even the topic of four-letter words makes some people squeamish. We lost a couple of subscribers to mere *titles* like SPELLING DEMONS and WIZARD'S DOOM. Some of you have already written letters of encouragement, telling us to "darn" the torpedoes and hold nothing back. Nitpicky or not, we don't want to lose a single subscriber. I even had lingering reservations about including a black history quiz on issue #105. Some people might think it's "multi-culturalism" and thus subversive.

LOADSTAR is launching a writing contest. We'll publish the winning prose on LOADSTAR and publish many of the rest on a separate disk set. We've already gotten some letters saying "MORE STORIES!" and others that have said "STORIES HAVE NOTHING TO DO WITH COMPUTERS!

The question I should ask you now is: If an author writes a story for mature readers would you be offended if LOADSTAR publishes it? Make no mistake: LOADSTAR's readership is MATURE. Most of you are over 50, and many of you are married and retired. So if a great story mentions an act, which most of us family types have actually engaged in (especially those of us with children), would you feel that LOADSTAR is contributing to the moral decay of AMERICA and thus pull your subscription? Is this editorial doing so?

Would you prefer us to do like the networks and replace angry rantings of the pro/antagonist with "funny face" and "golly"? Admittedly it wouldn't take too much from the story, but it would be censorship nonetheless, and make some scenes kind of laughable.

Would you prefer that we give you warnings like "adult language" (AL), "adult situations" (AS), "gore" (VP) or (G). Or would you prefer that we not select such stories?

I'm a Christian. I firmly believe that Jesus Christ is The Son Of God. In my younger days, I used to think that the mere MENTION of a topic I considered negative was a detriment to society and would eventually cause God to "judge America". Now I realize that there are more important things to do than throw kinky people in jail and burn their books.

Taking care of the poor and teaching our kids to be the best they can be are the important things. I'm interested in hearing your answers to my questions, and if the questions offend you, they weren't meant to.

output quality. Despite having unprecedented control over the page content and layout the material didn't transfer to the printed page with acceptable quality.

Again, improvements have arrived in the form of multi-strike and interpolating drivers. Additionally, the Perfect Print LQ system combines custom drivers with specially designed fonts for higher quality. The arrival of 24-pin printers provided some quality improvement as well.

The best output possible (unmatched for resolution and print speed) from GEOS comes when a PostScript equipped Laser Printer is used. While it has been possible to use these devices for over 10 years now, the prohibitive cost has prevented most people from owning one. Nowadays, used Lasers are readily available at

minimal cost so more GEOS users should start using one. [Note from Jeff: However the Postscript option still adds a couple of hundred dollars to any printer since Postscript is in essence adding an internal computer, memory and language to the printer. Also, not all lasers are postscript. Most aren't.]

Not only are Lasers easier to afford but there is a lot of help available to make them easier to use. Dale Sidebottom sells the Laser Lovers Disk containing a history of PostScript printing from Commodore computers plus info on programming PostScript to push GEOS further.

In addition, a collaborative effort between myself, Dale and Gaelyne Gasson resulted in the formation of an Internet mailing list to support Commodore Only PostScript (COPS) printing. This list provides a forum for discussion on the use of PostScript along with help for users trying to learn the intricacies of geoPublish (a complex program that showcases the best GEOS has to offer). To join the COPS list send a message to cops-request@videocam.net.au with the word 'subscribe' in the subject field. All of these things combine to make GEOS a better system and one that offers a lot to a home user. There is one reason, far more compelling than any of these, which justifies my suggestion that you try GEOS again.

The world is becoming more and more dependent on computers and the dominant method of interaction with these machines is via a point and click interface. Who hasn't heard of Windows or Macintosh computers? These systems are prevalent in the business world and any experience you can get will improve your value to your employer.

So how does this relate to a C-64 user? Read on.

The name Harold Stevens should be familiar to a lot of people. He has written numerous articles in various publications about his experiences with GEOS. Harold is a perfect example of a Commodore GEOS user making an impact in the world of 'real' computers.

The newspaper Harold works at recently got a great design program called Quark Xpress to run on their Macintosh's. Here is what Harold posted to the comp. sys.cbm newsgroup:

<quote> Well, I just completed the front page of my newspaper on the new Apple Macintosh Power PC computer installed at the newspaper I work for, using Quark Xpress V 4.0. What freaked everybody out was that I never had a prior training on either a Mac or Quark Xpress (a desktop publishing system for Mac or IBM- PC).

I just sat down, typed in my stories, pasted them up electronically on the screen, edited them and printed them out on the 1200 dpi laser printer. When everybody asked where did I learn how to use Quark Xpress, I simply told them on my C-64 using geoPublish. Just about everything is identical and if Berkeley Softworks had continued upgrading geoPublish it would have been a program comparable to what Quark Xpress or PageMaker is now.

And the best part of the whole thing is that I don't have to be trained when the rest of the editorial department gets their Macs. :)

Oh, the power of the lowly C-64.

--Harold <end quote>

As you can see, Harold has turned his use of GEOS into a tangible work benefit. While I don't expect that everyone who uses GEOS will end up working at a newspaper and using an advanced design program, I do believe that the experience can be beneficial in many ways.

A tool is a tool is a... We have had at least one C-64 in our house since November of 1983. In all of that time my children have grown up using the computer for games and schoolwork (I am the only one who uses the Commodore for Internet activities). Since the original interface was a command line environment my, children are comfortable with one. They have also all used GEOS and are comfortable in a GUI environment.

Since they know what can be done with a computer they have no qualms about using a Mac or a PC. Their ability to see the machinery as a tool without the bias that some users carry will serve them well throughout their lives. Just as Harold was able to sit down and use a new program on a new computer, so will my children and, for that matter, anyone with a little experience and an open mind.

If you have been leery of using GEOS maybe it is time you tried it. Your future may depend on it.

Until next time, enGEOy your Commodore.

SidStation For Serious MIDI/SID Lovers

By Jeff Jones, with excerpts from http://www.sidstation.com/

This is a device I'd like to have. The SidStation is a MIDI-

mos 6581
Synthesis

controlled synthesizer with real-time controllers. The heart of this synthesizer is the sound generating chip from the classic home computer Commodore 64. This soundchip, named SID (Sound Interface Device) was developed in the early eighties by Bob Yannes at MOS technology.

At the time the SID chip was released to the public, it took the computer industry by storm. There was nothing like it. It wouldn't be either, as the development of synthesizers changed direction toward the sampling technology. This leaves the SID-chip as a unique item still today.

The rediscovery of the SID-sound will be a pleasant surprise for many sound explorers that are looking for something more exiting than the current crop of analogue imitating 'virtual' synthesizers.

Mail your interest to: info@sidstation.com

The price for a SidStation is currently 4000skr (which equals to around $500). Sales tax (25%) has to be added for private customers (without EC-VAT number) inside the European union. [Note from Jeff: *Yikes, am I glad to be an American!]*

One might ask why I wouldn't simply use a C-64 with a MIDI interface. Put simply, the SidStation is more convenient and technically more expressive albeit

Indicator LED

Backlit LCD

Rotary encoder wheel

Realtime control knobs

Data entry keyboard

much more *expensive* at $500. By *technically* expressive, I mean that you can simply plug and play your MIDI controller and choose from a myriad (albeit finite number) of effects, arpeggios and the like. Theoretically a programmer could set up his C-64 to perform an infinite number of effects. That's of course if you're a master programmer with maybe 200 hours of free programming time.

All that aside, the SidStation sounds great. I haven't used one personally, but the website has a few demo MP3 files, which I have listened to. The sound is rich and full and virtually noiseless. Being an audiophile, I can tell you that as versatile as the SID chip is, the C-64 is quite noisy. I listened to the MP3 files with headphones on and heard clean sound.

I did find it odd that for $500, they only gave you one SID chip. I would prefer at least four. Contrary to popular belief, the SID is not a three-voice chip. It's a three-oscillator chip. It sounds its richest, and the way the developers intended, when all three oscillators work together to make a single thick voice. This is the way the CZ-101 worked. It has eight oscillators, but if you want eight voices, you get a thin sound. The richer sounds are synched or ring modulated using

MIDI Thru
MIDI Out
MIDI In

On Off switch
DC in
LCD Contrast
External audio input
Audio out
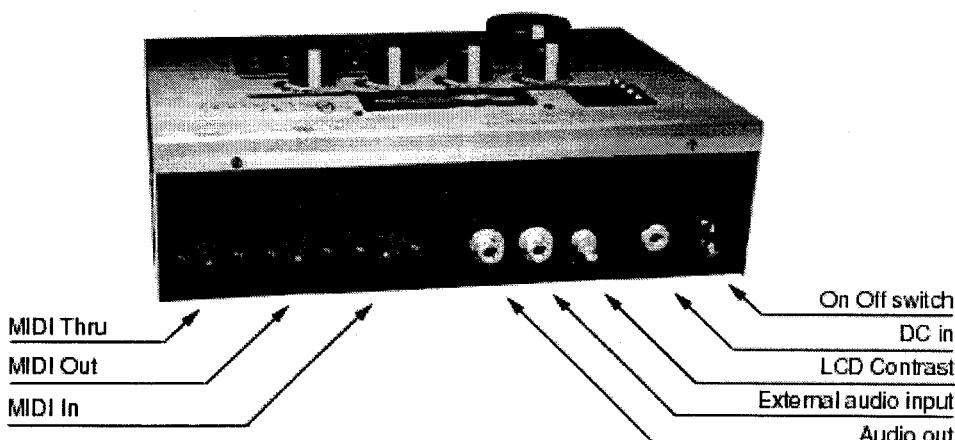
two oscillators per voice. The thickest sounds use four oscillators for a monophonic sound.

Despite the lack of mega-polyphony, I'd welcome a SidStation to my MIDI setup because it makes good effect sounds which are difficult to come by these days. The SidStation sounds that I heard were like nothing I could hope to produce with my $500 Yamaha tone generator or my PC's $100 sound card. I'm not saying that my Yamaha doesn't sound as *good* or as *clean* as the SidStation. My Yamaha, while boasting 255 digitally sampled waveforms plus 128 FM waveforms, many more than the SID, seems more limited in the types of sounds it can produce. Sure, the SID will never produce the strings and pianos that my Yamaha or Soundcard will, but the spacey Tomita, Vangelis & Susan Cianni-type synth sound is lacking in the almost blasé world of general MIDI, which locks itself into 128 general but often-used sounds. Indeed, the reason I've kept my Yamaha TG-33 since 1991 is that it is *not* general MIDI. Oh, my sound card can reproduce the SID sounds by sampling them and playing them back, but without very complex software, it couldn't produce those sounds on its own — especially in a live mix with my original music.

System specifications

Here's a list of what is included in the 0.700 version operating system that is being shipped with the synthesizers at this moment. There is a free upgrade to version 1.0 when it is released which will contain numerous new features.

- Stable timing (with optional hardsync) from 50 to 200Hz. (200Hz is quadruple speed of normal C64 songs)
- Arpeggiator (C64 "broken chord" style - not found on any other synthesizers). All three oscillators can have different arpeggiator settings.
- Portamento - fixed time as found on TB303. Sliding from A-1 to A-5 takes the same time as sliding from G-5 to A-5. For all notes or just legato.
- All three oscillators can have individual portamento speeds.
- Transpose/detune (for all oscillators of course)
- All SID functions such as ADSR, five waveforms, synchronization and ring modulation.
- Pulsewidth modulation with configurable pulse transformation speed.
- Resonant filter with (kind of) envelope. Filter types are low/band/high-pass or any combination.
- Real-time functions such as PWM and filter can be chosen to synchronize to NOTE_ON events.
- External input routed through filter.
- Single mode - using all three oscillators to build one sound. All sound settings such as portamento, arpeggiator speed etc can be set individually for all oscillators. Pressing more than one key simultaneously activates the arpeggiator.
- Polymode - using the three oscillators for three notes polyphony.
- Patch storage system with 100 slots and dynamical memory allocation.
- ASid interpreter for using the SidStation as a client for playing 50/60Hz C64-songs using the real SID-chip in the SidStation.
- ASid emulator support. ASid emulator for Win95/ Falcon/Amiga will be available for download from our homepage, and support is now being integrated also in PlaySID.
- Pitchbend recognition.
- Basic LFO support for vibrato. Triangle saw and Pulse.
- Last but not least - the magic SID sound! :)

Hardware:

- Drum machine style sturdy aluminum casing
- Highest quality in all components
- Motorola CPU
- Potentiometers using cermet technology (not coal)
- Rotary wheel for easy data entry
- Numeric keyboard
- Alphanumeric 2x16 LCD display with back lighting
- MIDI In/Out/Thru
- Audio In/Out
- Dimensions: 240W x 70H x 200D [mm]

Synthesis:

- Three oscillators
- Basic waveforms: Triangle,

Sawtooth, Pulse, Mixed, Noise
- All oscillators syncable through Ring modulation and Hardsync
- Pulsewidth modulation
- Portamento (individual for all three oscillators)
- Special kind of arpeggiator (individual for all three oscillators)
- Four individual routable LFOs
- Resonant filter (Lowpass, Bandpass, Highpass or any combination)

Editor:
- Flexible sub-menu oriented editor with direct access through knobs

Note about the editor: The creators say they have seen so many bad examples of user hostile synthesizer editors. Their belief is that the editor is a great part of the resulting sounds. So a lot of effort has been put in making an editor that makes it fun to edit patches.

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Vintage Commodore: The KIM-1

By Gil Parrish. What was the *first* Commodore computer? To understand the answer to that question, you need to visualize the early days (starting around 1975) of microcomputing. This was not a time when you bought a machine, plugged it in, and were ready to go. It was an era in which engineers or hobbyists with electronic experience (perhaps obtained from ham radio activities) built their own systems from scratch or assembled "kits" of electronic parts to achieve a functioning (if primitive) computer. Such systems typically had Intel 8080 or Motorola 6800 CPUs.

Meanwhile, electronic calculators were an established product, and companies in this area included Commodore Business Machines and another called MOS Technology. MOS made some of its own chips; Commodore did not, and instead bought from other suppliers including MOS. To achieve some vertical integration, Commodore bought part of MOS, but MOS remained an independent company. And the principals at MOS, looking at the growing market for microprocessor chips, concluded that the company could make its own CPU. The resulting chip, the 6502, was similar to the 6800, but had some improvements and was (more importantly) *far* cheaper. Since industry pundits seemed to like the 6502 and were wondering out loud when the chip would end up in computer "kits," MOS decided to market its own kit-type computer in 1976; but, being a company that assembled finished calculators, MOS decided to do the assembly itself and sell only finished computers.

The result was the KIM-1. If you find one today, and do not notice the KIM-1 name in the upper right-hand corner, you may well mistake it for a simple circuit board (not unlike a motherboard removed from a Commodore 64) instead of a "whole" computer. The board, being about the length and width of a letter-size sheet of paper, is populated on the front with a 6502 processor chip, two 6530 1K ROM chips, enough RAM chips to give 1K of memory, and various other transistors, resistors, and components. The left side has two 44-trace edge cards, each very similar to the edge card on cartridges designed for the VIC-20. The back is nothing special (just a normal circuit board), except for the six rubber "feet" that put some space between the KIM and any surface on which it sits. Indeed, the only items that truly distinguish a KIM from an ordinary circuit board are a calculator-looking keypad mounted on the front in the lower right-hand corner, and a 6-digit light-emitting diode (LED) display right above that. Those are the input and output units of this "single board computer", as this class of devices was called.

A KIM may or may not come with other attachments. MOS provided a 44-pin connector to slip onto one of those edge cards, but any devices you find wired to the connector are add-ons by a previous owner. Not even the power supply was standard equipment: the user had to buy or make a power supply of the proper size (5VDC, 1 to 1.2 amps;

with 12VDC, 50 to 100 mA, needed for cassette operations) and solder all wires to the proper pins. Further, while the unit's built-in programming (its "Keyboard Input Monitor"-- notice what the initials spell) supported connection of both an ordinary home cassette recorder for program storage and retrieval, and a teletype terminal if the user got tired of that calculator keyboard and LED display, the actual interfacing required do-it-yourself cables and additional soldering. Thus MOS continued the general assumption that even the fully assembled KIM would end up in the hands of people with enough electronic experience to handle wiring and such.

If the hardware side was not complicated enough, the software side presented even more problems. There was no programming language like BASIC built in; instead, users had to program in hexadecimal (Base 16) machine language! That KIM keypad had keys 0 through 9 and A through F (with the latter being the additional 6 "numbers" required for a hexadecimal numbering system), with a few additional buttons to perform functions like resetting the machine ("RS"), entering address mode ("AD"), switching to data entry mode ("DA"), and so forth. Each step in entering a program required feeding in the four digit hexadecimal memory address where you wanted an instruction to reside (which was displayed on the 4 leftmost LED digits), followed by entering the two digit hexadecimal instruction itself (displayed on the two LED digits on the right). And since a program could involve lots and lots of

steps-- well, this was just not computing intended for the lazy or faint of heart.

The final problem was that, even if you understood how to interface and program a KIM, what could you really *do* with it? Most home users today utilize computers for word processing and games; on the KIM, word processing was not a possibility, and how many interesting games work within the confines of a 1K memory and a 6-digit LED display? True, a hobbyist or engineer with sufficient financial resources could use the KIM as just the starting point for a custom system with plenty of additional memory, peripherals, and so forth; but, that hardly helped the ordinary user who bought the KIM because of a desire for a relatively cheap home computer.

The main benefit of the KIM was its educational impact. The user was not simply given a "black box" with mysterious computer components inside. KIM computing put the user at the "nuts and volts" level with respect to both hardware and software. A user who mastered a KIM truly understood basic computer principals, and could carry that knowledge forward to other computer systems and projects. In that regard, the most valuable item MOS provided may not even have been the KIM itself, but the hundreds of pages contained in the accompanying User Manual, Hardware Manual, Programming Manual, System Schematic and other materials. In that light, the KIM itself was primarily useful as a demonstration tool to put theoretical knowledge of computing to immediate use.

To complete the history, the

KIM's success mightily impressed Commodore, so much so that Commodore bought the rest of MOS and continued for years to market the KIM. (So, any KIM-1 you find may be marked in the upper right-hand corner "MOS", if an early one, or "Commodore" and "C= . MOS", if a later one. It is also possible some KIMs have Rockwell markings, since Rockwell marketed some of the units.) Further, Commodore went on to make its own PET/CBM line of computers which, quite different from MOS' approach, were "plug and play" systems not requiring the user to do hardware wiring or to understand machine language concepts. The 6502 (and the similar 6510) went on to become the chip of choice in many early home computer systems, including the Apple, Atari and all other Commodore 8-bit models. KIM production stopped by mid-1981, around the time the VIC-20 revolutionized the low-end computer market; and, many KIMs began gracing closets not long after that. But there are users out there who still fondly remember the KIM as the solid foundation of all their subsequent computer endeavors. The little devices deserve a better fate than ending up, unrecognized, in bins of spare parts.

Reacting To Spam

A comp.sys.cbm post by Nate Dannenberg. The smartest thing to do with any SPAM you receive is simple.

1) Turn on Full/Rich header mode. You want to be able to see every little detail, no matter how mundane, of how that message got from its originator to you.

2) Assuming the Reply-To:

and/or From: fields are correct, immediately forward the message to abuse@, postmaster@, and sysadmin@, at whatever the offending Host is. E.g. abuse@hotmail.com if you receive spam from a user at Hotmail.com.

Usually you'll have the opportunity to add comments to the message you send. If you receive the same message several times, let them know.

3) If the Reply-To and/or From: fields are bogus (you can usually tell, e.g. "hello@yourfriend.net" for example, search through the full header data for some sort of field like "Sender" or "X-Sender. Find as many valid addresses as you can, and choose whatever one appears most often in the header - this is likely to be the source of the message. Forward the message to the same three addresses: abuse@, postmaster@, and sysadmin@.

So far, of all the SPAM I've reported, only one such post went ignored. The others generated replies stating that the offending accounts have been closed. That one instance that generated no reply also led to a bounced message, which you will occasionally get. All three "usernames" (abuse@, postmaster@, and sysadmin@) were invalid at the system I sent to.

Hotmail seems to be very good at closing off violators, not once when I reported a spam have they failed to close the account. Of course, some people set up two and three accounts or more, so all you can do is catch the offending mails over and over.

Eventually, the spam will

cease. If everyone fights it like I do, I'm pretty certain the Internet could be cleaned up in no time flat.

Hiding your Email address from your IRC sessions and Newsgroups, and never giving it out when posting to unknown websites, is a good idea. I don't do this simply because it's a violation of one or more RFC's, the numbers of which I can't remember. Besides, when I do hide my address, my Email/News program hides it even in my outgoing Email.

Using a slightly graphical signature like mine also helps, as you are still able to put your address in a human-readable form, but it will do nothing but feed garbage to the spambots. Of course having my Web site address in there doesn't help, but I'll get around to fixing that sometime.

The Commodore Ring. Every C-64 Website In The World Wide Web?

By Jeff Jones. Hardly, The C-64 web ring is a collection of over 100 websites devoted to some aspects of Commodore computing. Believe it or not, there are many more websites out there, but the ones in the ring are linked together. If you visit http://www.loadstar.com/ you will notice the prominent commodore ring options at the bottom of the page. You can click on those options to advance through the ring from website to website. It would take you all day. I tried to see them all one day and had to give up. There's just no end to the C-64 presence online.

The following list was made from the reports given on the webring page. Some pages do have typos (usually the failure to include a trailing forward slash), but your browser should tolerate or even fix them. I didn't edit the addresses at all because even though I feel I know that http://c64games.future.easyspace.com should be http://c64games.future.easyspace.com/ I feel that someone smarter than me might be reading. The links seem to work as-is. Who am I to change them? Here's the list.

- http://home5.swipnet.se/~w-53561/ - The Better Place
- http://www.ncf.carleton.ca/ ~ag090/HomePage.ringpage. html - The Commodore Ring!
- http://www.kki.net.pl/~c64net - C64 Net. Nice site with lot of games and sids. Also some utils for manage your d64 and t64 files or for playing sid tunes.
- http://www.student.nada.kth. se/~d93-alo/c64/index.html - The C64 Games WWW Page
- http://home.t-online.de/home/ XrDEnter/prog.html - C64 Images (Music Collections, Games, Selfdone) & Emulator C64 Images (Music Collections, Games, Selfdone) & Emulators. Not directly dedicated to C64. Also alot of Source Codes in I386 Assembler, C++, Private Door Locking Software, Real Audios, Impulse Tracker.its ... more ... more
- http://arnold.c64.org/index/ c64index.htm - Martin Pugh's C64 game index page.INDEX PAGES NOW HOSTED ON ARNOLD! Looking for a C64 game ? Then look here first, this site has a full alphabetical HTTP index of all files on Arnold and the Digital Dungeon FTP sites.
- http://home.sol.no/~hundland/ c64/ - Bjørn Erik Hundland's C64 Page. A humble C64 Page with games, sids, screenshots, links and much more!
- http://www.go64.c64.org -

GO64! -Papermagazine for the C64 with disk. This is the homepage of the GO64! magazine, the professional printed mag with disk for Commodore 64 and 128 fans.

🌐 **http://c64games.future. easyspace.com** - Great Games For The C64. Here you find Maps, cheats and other information for your C64 Games you can also download Games in d64,t64 and Tap format.

🌐 **http://www.cs.cmu.edu/ ~dsladic/vice/vice.html** - The VICE Emulator. VICE is a versatile Commodore Emulator. It emulates the C64, VIC20, PET and CBM-II computers, including disk drives. It runs on Unix, DOS and Win32 (the latter is alpha software).

🌐 **http://www.afair.fr/vosweb/ jmcaland/virtual1.htm** - Virtual Concept. A french site C64/128 , web list, chat and more.

🌐 **http://project64.ml.org/** - Project 64 electronic texts. Looking for documentation for Commodore 64 stuff? Check out our on-line library!

🌐 **http://www.geocities.com/ Athens/Academy/2582/index. htm** - lodger's C-64 tribute page. Small but nice.

🌐 **http://www.jbrain.com/vicug/** - The Virtual Internet Commodore User's Group. VICUG alleviates the problem of finding a single location to find Commodore resources and information. By creating a virtual user group, VICUG helps new users ease onto the WWW and allows those on a quest for resources find them quickly.

🌐 **http://www.pacifier.com/ ~alberonn/acug.html** - Homepage of the Amiga-Commodore User's Group #0447. Homepage of the Amiga-Commodore User's Group (CBM #0447) in Astoria, Oregon USA. We are geared to helping the new user to these great platforms.

🌐 **http://www.burgoyne.com/ pages/jasono/frodo1.html** - Official Frodo Win32 page

🌐 **http://www.iki.fi/vic/cbm/** - Timo Raita's C=homepage

🌐 **http://www.hut.fi/~msmakela/ cbm/** - The Commodore 8-bit WWW Server

🌐 **http://ds.dial.pipex.com/kitty5/ index2.shtml** - kitty5 - Emulation - C64

🌐 **http://home.ptd.net/~faethor/ c64class/c64class.htm** - Bullwnkl's Arcade Classic C-64 Fan Page

🌐 **http://www.kki.net.pl/jaromirk/ c64joke/C64joke.htm** - The Commodore 64 JokEmulator homepage. Here you can find the Commodore 64 JokEmulator and a lot of other C64 stuff. Games, links, the SID Changer utility, and lots more – including the Completely Unofficial Bill Gates Emulator!

🌐 **http://members.aol.com/ wshrake/index.htm** - VIC-20 Digital Archaeology. Dedicated to the preservation of the history and software library of the Commodore VIC-20 home computer. Here you can find many useful texts about the VIC, lists of software once made, links, more. Check out our CD-ROM project!

🌐 **http://users.aol.com/juiskers/ c128.htm** - Juiskers's Commodore 128

🌐 **http://www.classicgaming. com/pfauzeh** - Pfau Zeh,*the* Commdore Vic-20 emulator. Pfau Zeh, *the* Commodore VIC 20 emulator. Versions available for Win9x/NT(with DirectX support) and Linux-ELF X86. Dowmload Pfau Zeh !

🌐 **http://members.tripod.com/ ~Folkgal/c64.htm** - The Commodore Computer Room

🌐 **http://www.Uni-Mainz.DE/ ~bauec002/FRMain.html** - The Official Frodo Home Page

🌐 **http://www.geocities.com/ TimesSquare/Battlefield/5042/ index.html** - Lefty's C64 Emulation Page. Games, texts, emulators, utilities and all kinds of other stuff.

🌐 **http://ltd.simplenet.com/c64/** - Laner's Electric Mayhem. Laner's

Electric Mayhem - serving the C64 emulator scene for over three years! Home of the Most Wanted Games archive - over 300 games found to date.

🌐 **http://www.ocslink.com/ ~andrews/geospub.htm** - GEOS Publication. This is the home page for GEOS Publication, a magazine dedicated to GEOS for commodore computers

🌐 **http://nerve.ryd.delta.se/c64/** - c64-games toplist

🌐 **http://www.europa.com/ ~guru** - Gu_Ru's Memory Lane. Home of the GeoMetrix GEOS PD/SW library, Kaleidoscope V4.0, Gu_Ru's Art Gallery & Music Box!

🌐 **http://www.c64.org/** - THE C=64 page!

🌐 **http://www.geocities.com/ SiliconValley/Pines/4935** - Commodore 64 BASICs. My sequel RPG is completed. Come get "Return of Atlas". As I mentioned before, I have other games such as boxing, wrestling, tic-tac-toe... some are real old, some are real new. Come and get them.

🌐 **http://mjk.c64.org/** - MJK's Commodore 64 & C-64 LCD Page

🌐 **http://www.uni-karlsruhe.de/ ~un0h/64.html** - Andre Kaesmachers 64 HomePage

🌐 **http://www.loadstar.com/** - LOADSTAR Home page

🌐 **http://www.cei.net/~rreed** - The Demolition Page

🌐 **http://webhome.idirect.com/ ~snedeljk/creatures-c64/** - Creatures, An Unofficial HomePage! This site provides the information about the best game of the C64, Creatures!

🌐 **http://handsonc64.home.ml. org** - Hands On C64. Programs to key in yourself, reference material, loads of links, etc, etc

🌐 **http://www.c64site.de** - Webnav C64 Site

🌐 **http://newton.physics.metu. edu.tr/~filker/cbm.html** - Ilker Flcicilar's C64/C128 Projects.

CBM hardware/software projects. Including AT-keyboard connection to C64. Applications for LUnix, OS/A65 and ACE rs232 interface schematics and more.

(🐦) http://www.geocities.com/~gamebase64 - gamebase64 - Frontend for Ccs64 and SidPlay/W

(🐦) http://members.xoom.com/vic20 - Linus VIC-20 Page. A site with lots of VIC-20 games, screen shots of them and lots of other VIC-20 information, such as interviews, a section about emulators and more.

(🐦) http://homepages.ihug.co.nz/~rakhan/ - Rizzie's C-64 Hits!

(🐦) http://www.chez.com/lyricnoia/INDEX.HTM - Le paradis du C64. le paradis du C64! le tout en francais...

(🐦) http://tuanix.simplenet.com/rodimus/c-64/ - Rodimus's C= 64 Emulation Site

(🐦) http://pages.vossnet.de/ankman/sid.htm - Ankman's SID Download Area. Download Sids from games and demos

(🐦) http://www.crud.com/c64 - Commodore 64 Pages. This page offers message bases for general topics and buy sell and trade. Also has information, ROMS, screen shots and other downloads.

(🐦) http://www.ij.net/rmscomp/CNET/index.html - C-Net BBS Software and Commodore 64/128 Information

(🐦) http://www.cheaters.dk - Cheaters Heaven. Looking for: cheats hints cracks c64 commodore games d64 t64 walkthroughs levelcodes savegame editors d2mac and much much more? This is the place!

(🐦) http://www.delphi.com/commodore/link.html - Delphi Commodore Forum

(🐦) http://fly.to/hitmen-c64 - home of the hitmen. Home of the Hitmen C64 Section, hosting HitNav64-your favourite C64 Site-list =)

(🐦) http://members.aol.com/

antpage/antswebpg/clastoc.htm - Ant's Classic Computers

(🐦) http://members.xoom.com/jfitie - Come Back 64 *OFFICIAL* homepage. Home of the Come Back 64 emulator. Also has lots of programming resources in C++ and Basic: utils, games, demos and sourcecode.

(🐦) http://www.wipd.com/~snakeman/commodor.html - Snakeman's C= Page

(🐦) http://www.jeffsys.net/~isthmus/ - The Isthmus Home Page. Isthmus is a two-member North American team that writes Commodore 64 programs.

(🐦) http://www.herne.com/cpm.htm - Herne Data Systems - C-128 CP/M

(🐦) http://www2.ari.net/home/jpurkey/ringpage.html - The Quantum Link Page

(🐦) http://www.geocities.com/TimesSquare/Dungeon/4652/c64.htm - BOBO's World of C64. A nostalgic little freak put this site up, trying to relive the days of my youth. Home of the Best C64 Games of all time(Totally biased)!!!

(🐦) http://home.sprynet.com/sprynet/cents/ - Centsible Software

(🐦) http://www.highway.clara.net/ - Commodore Highway Webpage. The homepage of the publishers of 'Zine 64 and the current successful Commodore 64/128 hardware retailer

(🐦) http://www.scotch.demon.co.uk - The Plus 4 homepage

(🐦) http://shell.ihug.co.nz/~buzzard - The Buzzard Hawk's Nest

(🐦) http://home5.swipnet.se/~w-56010/c64.htm - NightMode - The Legend Continues. Main site for 64 stuff..

(🐦) http://come.to/tldcrew/c64/ - The Living Daylights. Nice C64 memories page with news, lots of musics and games (with screenshots) to download.

(🐦) http://www.geocities.com/siliconvalley/way/9531 - Legend

64 - The Commodore 64 ROM-Page. Legend 64 is dedicated to the Commodore 64 computer. You'll find an archive of rated ROM's with screenshots (including many all time classics), SID's, and a big, sorted list of links to other emulation-related sites here. Besides, there's a "The Great Gianna Sisters"-page.

(🐦) http://www.iki.fi/jjn/c64/index.html - Ten Commodore 64 games I still enjoy to play. A description of 10 games, screenshots, keyboard & joystick controls (C64, C64S and CCS64), inbuilt game cheats, game title spoken by C64 SAM Speech Emulator, game title music clip (MP3), emulator compatibility info (C64S/CCS64), downloads: game, tune & manual.

(🐦) http://www.geocities.com/SiliconValley/Lakes/8808/c64home.htm - The Police - C64 Info Base

(🐦) http://www.geocities.com/SiliconValley/Sector/1164/ - C= or nothing @ all. Simple C= repair - explain some basics about C= repair while going threw a C=64 repair - Memory maps - explain how to read them - CMD stuff review - a review of CMD stuff like GEOS/RAMLink/and others - Ongoing story - story added to now and then -- always changing/always growing (C= or nothin @ all)

(🐦) http://www.geocities.com/TimesSquare/Battlefield/5675/ - Diatribe's c64 page

(🐦) http://www.geocities.com/SiliconValley/Lakes/5732 - - FLOOD -

(🐦) http://people.tamu.edu/~jlf8419/c64index.htm - PowerHouse C= Resource Center. The PowerHouse BBS moves its support for New Image BBS (v1.2 and 2.0) online. Also support for the Lt. Kernal hard drive.

(🐦) http://hem1.passagen.se/parklife - Calles Commodore Site

(🐦) http://home2.swipnet.se/~w-

25548/comm.htm - C=ommodore Mania

http://homepages.tig.com.au/~maaddog - mAAddog's C64 Shrine. A Site dedicated to the good'ol C64, has my TOP10, game reviews, a guide to emulation and more !

http://www.datacomm.ch/~meyer/c64/ - Fab's Commodore page. Historical and technical informations about the C64 and C128, including the great and original C128-inside-story!

http://reilly.cc.uregina.ca - BVS Canada Commodore 128 Site. PROMOS Primer. The EPROM Editing Software Package/OS for the Commodore 128 PC. Full intergrated perf's for the PROMINADE C1 and PROMOS V2.0. Copy, Edit, Save, Transfer, Load, View, Dump, etc. Fully functional in every aspect. Stop by and check out the site. We also offer a large C128 File Archive.

http://www.takeabyte.com/outzider/c65/index.html - Commodore 65 REAL Information! The real scoop on the doomed Commodore dream known as the Commodore 65.

http://www.geocities.com/TimesSquare/Lair/4664/ - CD-64. Information about Commodore 64 emulator CD-ROMS available, as well as a few old games, six-packed ories, game tips, a catalog program for CMD HD's, and an idiot's guide to building the X1541 cable.

http://www.transmit.no/lars/backbone/ - The Ultimate Backbone Society Homepage. We are the Backbone Society. If you, like us, adore the C-64, come to visit our place!

http://www.dud-online.de/M.Adam/ - MLI- the Commodore bay. The whole commodore history, Tips and tricks for tuning up your C 64, some anti-PC jokes, Commodore HP-tricks and links to the best Commodore sites

http://home.t-online.de/home/Holger.Heimes - Home of CBM-Net

http://www.jdal.demon.co.uk/sarah/Vic20/ - the VIC20 homepage

http://people.delphi.com/oasiscomm/index.html - Oasis Commodore. A resource area for Commodore enthusiasts, constantly changing to keep information relevant.

http://www.inetnow.net/~joellogan/legacyparent.html - Legacy of the Ancients Webpage

http://members.xoom.com/lidberg/index.htm - Lidberg's Hideout

http://wolf.tierranet.com/com64.html - Commodore - A Concise History. A concise history of Commodore Business Machines, up to 1993, then additional information on the current state of Amiga. Lotsa neat links too!

http://www.telerymd.com/Nitros/ - -= Nitros Developments =-. Just Another Mild Dose Of Explosive Destruction.

http://home.t-online.de/home/S.e.D.v./mule.html - M.U.L.E. This page is an almost complete manual for the classic game M.U.L.E., my favourite on the C=64. Additionally there are screen shots showing the game in action, hints and the M.U.L.E. soundtrack in three formats!

http://www.angelfire.com/id/xxx40/c64new.html - Another Reality. C64 lives...

http://www.thecliffes.freeserve.co.uk/ToyZone.htm - The Toy Zone. A selection of vetted games. Only the best 'Golden Oldies' make it onto the site. Regularly changed.

http://www.angelfire.com/id/noesis/ - Noesis Creation

http://www.geocities.com/RodeoDrive/1047/c64.htm - The Italian C64 Home Page

http://www.ludd.luth.se/users/markusi/ - Markus C64 page. You will find C64 games and emulators on this site.

http://www.mergetel.com/~blitz/C64 - Terminator's

Commodore 64 Dungeon. Prime goal: to collect greatest games with cheats/trainers, then place them according to release year (Download Zone). This page also has links to C64 Sites, Emulators, and some great Sid Tunes!

http://www.padua.org/ - Padua HomePage. The HomePage of the C64 DemoGroup PADUA

http://www.replay.com/~burglar - The X'97 Takeover Party C64 Pages

http://www.cyberus.ca/~csbruce/ - Craig Bruce's Homepage

http://www.geocities.com/SiliconValley/Park/5715/top10/ - Cris B's Top 10 C64 Games! A list in quasi-favorite order of my 10+ most favorite games with screenshots, links to dox and disk images.

http://www.labyrinth.net.au/~slug/mccc/index.html - Melbourne Commodore Computer Club Inc. Home Page (unofficial) of the Melbourne Commodore Computer Club Inc. Information on monthly meetings and publications.

http://www.geocities.com/SiliconValley/Peaks/3609/c64.htm - Zworld's C64. Emulators, Games, Commodore 64 stuff forsale (1 rare C64 modem :) tons of stuff for the old but still cool Commodore 64! Updated Daily.

http://www.mds.mdh.se/~dat95pkn/8bitar/ - Peter's CBM page featuring International Project 64. Featuring International Project 64, Commodore 64 screenshots, old scanned Swedish advertisments, my old PD library and the old home page of the now discontinued Swedish CBM magazine Åtta Bitar.

http://www.jps.net/foxnhare/commodore.html - Larry's Classic Commodore PET Pages. This site is mainly dedicated to the PET and other Commodore 8-Bits, there is a PET FAQ plus texts on Commodore disk usage and PET BASIC commands.

http://www.geocities.com/CapeCanaveral/launchpad/2500 - The Freaky C64. Soon coming a hardware site dedicated to link off all hardware-fan's sites. Maybe a good way to start a hardware information quest!

http://wolf.tierranet.com/com64.html - Commodore - A Concise History. A concise history of Commodore Business Machines, up to 1993, then additional information on the current state of Amiga. Lotsa neat links too!

http://hem2.passagen.se/c64linus - Linus c64 Games. A site with lots and lots of downloadable C64 games, all with screen shots and descriptions. Also sids, emulators page and some special features...

http://www.gary.pearson.easynet.co.uk - The Vic20 information Haven

http://www.mathematik.uni-marburg.de/~neuvians/ccp.html - Commodore Curiosity Page. Information on the mysterious: 1572 Disk Drive, The Laptop C=64, Graphic Booster 128

http://www.geocities.com/RodeoDrive/1047/c64.htm - The Italian C64 Home Page

http://www.gis.net/~sunfish/crcbm.html - The Commodore Connection

http://www.geocities.com/SiliconValley/Park/5715/top10/ - Cris B's Top 10 C64 Games! A list in quasi-favorite order of my 10+ most favorite games with screenshots, links to dox and disk images.

http://www.c64-music.legend.org.uk - TEB's C64 Music Site

http://www.chez.com/lyricnoia/INDEX.HTM - Le paradis du C64. le paradis du C64! le tout en francais...

http://members.aol.com/baztd/c64.htm - The C64 stuff

http://www.si.hhs.nl/~v972606/index.html - Smoed's

HomePage. You'll find a monthly c64review, c64games, and links to the best c64sites on the net. And links to the main c64Emulators.

http://www.geocities.com/SiliconValley/Heights/5275 - AEG Soft HomePage. The AEG Soft (italian demogroup) C64 pages. Links + Proggy + Info + ScreenShots

http://web.mit.edu/randy/www/antigrav/antigrav.html - Antigrav Toolkit Home Page. Official web site for KeyDOS ROM information, Antigrav Toolkit PostScript utilities for GEOS and C128 CP/M BIOS R6.

http://www.crossconnect.u-net.com/264HOME.HTML - The Commodore 264 Series Home Page

http://www.netcon.com.tr/pcgames/c64.htm - TOLGA'S 8 BIT - Commodore 64

http://www.kolumbus.fi/stimski/c64.htm - Pasi Matilainen's Commodore64 Stuff

http://www.geocities.com/SiliconValley/Peaks/3609/c64.htm - Zworld's C64. Emulators, Games, Commodore 64 stuff forsale (1 rare C64 modem :) tons of stuff for the old but still cool Commodore 64! Updated Daily.

http://www.xs4all.nl/~hurray/cbm/index.html - The Commodore 128 page

http://www.geocities.com/SiliconValley/Haven/1033/ Blazin' Forth for the Commodore-64

http://www.multimania.com/tothpaul/cbm64.shtml - CBM64 Emulator Home Page. A FREE C64 Emulator with all Pascal+ASM sources

http://www.sem.hhs.nl/users/goe/scstrc.htm - -=- AJ's Wonderworld! -=- Home of TRC & SCS !!

http://www.bright.net/~rogue/64 - Commodore 64 RPG page

http://www.si.hhs.nl/~v972606/index.html - Smoed's

HomePage. You'll find a monthly c64review, c64games, and links to the best c64sites on the net. And links to the main c64Emulators.

http://www.mathematik.uni-marburg.de/~neuvians/ccp.html - Commodore Curiosity Page. Information on the mysterious: 1572 Disk Drive, The Laptop C=64, Graphic Booster 128

http://www.blafasel.de/~et/64er.html - Those were the days, my friend...

http://www.kdef.com/geek/vic - The VIC-20 Geek Site

http://home.bip.net/magnus.welander/ - Magnus' C64 games

http://www.crossconnect.u-net.com/264HOME.HTML - The Commodore 264 Series Home Page

http://members.tripod.com/~noesis0/index.html - Noesis, the Bitstream for Commodore 8bitters

http://members.xoom.com/advc/c64.html - C64 projects, docs, software and info. Full of c64 software, emulators hardware projects and other sutff.

http://www.io.com/~gah/c128 - 80 Column games for C=128

http://www.gis.net/~sunfish/crcbm.html - The Commodore Connection

http://www.provide.net/~ihc - Ihc/Squeaky Sam's Commodore Flea Market

http://www.wire.c64.org - Commodore Wire. Want to know what's going on in the world of the C64? CW's news section is second to none. Other features include a database of over 400 game cheats, links to C64 emulators and over 23,000 games, plus loads more.

http://weber.u.washington.edu/~gibbsjj/uwccug.html - University of Washington Commodore Users Group

http://sunsite.unc.edu/echernof/cbm/ - Commodore Heaven

http://www.jps.net/foxnhare/ commodore.html - Larry's Classic Commodore PET Pages. This site is mainly dedicated to the PET and other Commodore 8-Bits, there is a PET FAQ plus texts on Commodore disk usage and PET BASIC commands.

http://www.lm.com/~qt - QT's Dream Space

http://members.tripod.com/ ~eurowave - Ross' Commodore 64 Connection
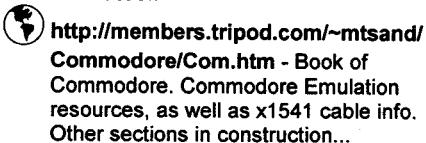
http://members.tripod.com/~mtsand/ Commodore/Com.htm - Book of Commodore. Commodore Emulation resources, as well as x1541 cable info. Other sections in construction...
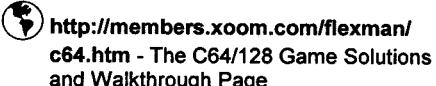
http://members.xoom.com/flexman/ c64.htm - The C64/128 Game Solutions and Walkthrough Page
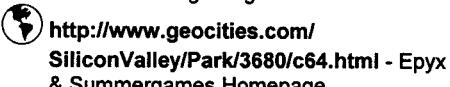
http://www.geocities.com/ SiliconValley/Park/3680/c64.html - Epyx & Summergames Homepage
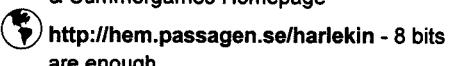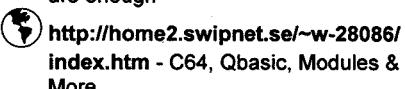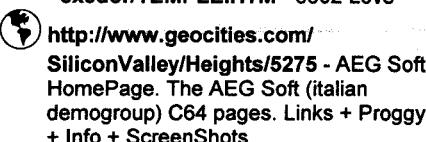
http://hem.passagen.se/harlekin - 8 bits are enough

http://home2.swipnet.se/~w-28086/ index.htm - C64, Qbasic, Modules & More

http://www.rainbow.agn.net.au/ ~exedor/TEMPLE.HTM - 6502 Love

http://www.geocities.com/ SiliconValley/Heights/5275 - AEG Soft HomePage. The AEG Soft (italian demogroup) C64 pages. Links + Proggy + Info + ScreenShots
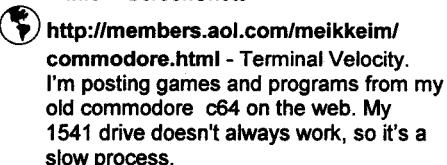
http://members.aol.com/meikkeim/ commodore.html - Terminal Velocity. I'm posting games and programs from my old commodore c64 on the web. My 1541 drive doesn't always work, so it's a slow process.

http://www-stud.fh-fulda.de/~fd1830 - WF KING's CBM-Fan-Page

http://home1.gte.net/salzman - Life Of A Computer Techie

http://www.gary.pearson.easynet.co.

uk - The Vic20 information Haven

http://videocam.net.au/gaelyne/ index.html - Gaelyne's Home Suite Home - Friendly C= Telecoms Info. Gaelyne offers lots of Commodore support including help getting started using the Internet with your C=, TIFCU mail list archives, a New User Survival Guide, and other helpful pages.

http://www.prismnet.com/~bo/ commie - Bo's Commie web page -- Better red than IBM!

http://ourworld.compuserve.com/ homepages/cnet128/cnetdex.htm - The World of C-Net 128

http://users.skynet.be/NightGem/c64. htm - Night Gem. Expression of my C64 nostalgia: About 20 game reviews (instructions or description from Zzap! 64, snapshots, tips and more), personal C64 drawings, my 15 favourite SID tunes, and more...

http://www.fortunecity.com/ skyscraper/decimal/81/index.html - Iain's C64 Pages (Games, Magazines and Demos). Visit the C64 paper magazines museum with scans and

info on ZZap, Commodore User, Your Commodore etc. Also scans and files of classic C64 games and demos I wrote in the past

Sorry for the reduction in font size near the end. As you can see, we were running out of room.

—TTTNM

A New Voice-Mail System Has Been Installed At A Local Mental Hospital:

Hello, this is the automated operator.

☺ If you are obsessive, press 1, repeatedly.

☺ If you are co-dependant, ask someone to press 2 for you.

☺ If you have a multiple personality disorder, press 3, 4, 5 & 6.

☺ If you're schizophrenic, listen closely and a little voice will tell you which number to press.

☺ If you are paranoid, stay on the line so that we can trace your call.

☺ If you are suffering from depression, hang up. It wouldn't have done you any good anyway.

What If God Had An Answering Machine?

Imagine praying and hearing this:

"Thank you for calling My Father's House. Please select one of the following four options:

📖 Press 1 for requests.

📖 Press 2 for thanksgiving.

📖 Press 3 for complaints.

📖 For all other inquiries, Press 4."

What if God used the familiar excuse:

"All of the angels are helping other customers right now. Please stay on the line. Your call will be answered in the order it was received."

Can you imagine getting these kinds of responses as you call on God in prayer?

📖 If you'd like to speak with Gabriel, press 1.

📖 For Michael, press 2.

📖 For any other angel, press 3.

📖 If you want King David to sing you a psalm, press 6.

For reservations at My Father's House, simply press the letters J-O-H-N on the keypad, followed by the number 3-1-6."

"For answers to nagging questions about dinosaurs, the age of the earth and where Noah's ark is, wait until you get here!"

"Our computers show that you have called once today already. Please hang up immediately."

"This office is closed for the weekend. Please call again Monday." End of message.

Thank God, you can't call Him too often!!! You only need to ring once and God hears you. Because of Jesus, you never get a busy signal. God takes each call and knows each caller personally. When you call and the Lord will answer; you will cry for help and He will say: "Here am I!"

And when you call: Emergency Phone Numbers
When in sorrow, call John 14
When men fail you, call Psalm 27
If you want to be fruitful, call John 15
When you have sinned, call Psalm 51
When you worry, call Matthew 6:19-34
When you are in danger, call Psalm 91
When God seems far away, call Psalm 139
When your faith needs stirring, call Hebrews 11
When you are lonely and fearful, call Psalm 23
When you grow bitter and critical, call 1 Cor. 13
For Paul's secret to happiness, call Col. 3:12-17
For idea of Christianity, call 1 Cor. 5:15-19
When you feel down and out, call Romans 8:31-39
When you want peace and rest, call Matt. 11:25-30
When the world seems bigger than God, call Psalm 90
When you want Christian assurance, call Romans 8:1-30
When you leave home for labor or travel, call Psalm 121
When your prayers grow narrow or selfish, call Psalm 67
For a great invention/opportunity, call Isaiah 55
When you want courage for a task, call Joshua 1
How to get along with fellowmen, call Romans 12
When you think of investments/returns, call Mark 10
If you are depressed, call Psalm 27
If your pocketbook is empty, call Psalm 37
If you're losing confidence in people, call 1 Cor. 13
If people seem unkind, call John 15
If discouraged about your work, call Psalm 126
If you find the world growing small, and yourself great, call Psalm 19

Emergency numbers may be dialed direct.
No operator assistance is necessary.
All lines are open to Heaven 24 hours a day!

LOADSTAR LETTER #66

- COMMODORE NEWS
- COMMODORE VIEWS